Character Name

CHARACTER NAME

Rogue (Assassin) 7	Criminal	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-orc (m)	**Neutral**	**0**
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

13	+2	30 ft.
AC	**INITIATIVE**	**SPEED**

Hit Point Maximum 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7d8

HIT DICE

Successes ☐☐☐

Failures ☐☐☐

NAME	ATK	DAMAGE/TYPE
Rapier	+6	1d8+3 piercing
Shortbow	+5	1d6+2 piercing
Dagger	+6	1d4+3 piercing

Rapier. *Melee* : +6 (1d8+3 piercing ; finesse)

Shortbow. *Ranged* : +5 (1d6+2 piercing ; ammunition (range 80/320), two-handed)

Dagger. *Melee* : +6 (1d4+3 piercing ; finesse, light, thrown (range 20/60))

ATTACKS & SPELLCASTING

STRENGTH +3

17

DEXTERITY +2

15

CONSTITUTION -3

4

INTELLIGENCE -4

3

WISDOM -4

3

CHARISMA +2

15

+3 PROFICIENCY BONUS

SAVING THROWS

- ☐ +3 Strength
- ☑ +5 Dexterity
- ☐ -3 Constitution
- ☑ -1 Intelligence
- ☐ -4 Wisdom
- ☐ +2 Charisma

SKILLS

- ☑ +8 Acrobatics (Dex)
- ☐ -4 Animal Handling (Wis)
- ☐ -4 Arcana (Int)
- ☐ +3 Athletics (Str)
- ☑ +5 Deception (Cha)
- ☐ -4 History (Int)
- ☐ -4 Insight (Wis)
- ☑ +5 Intimidation (Cha)
- ☐ -4 Investigation (Int)
- ☐ -4 Medicine (Wis)
- ☐ -4 Nature (Int)
- ☐ -4 Perception (Wis)
- ☑ +5 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ -4 Religion (Int)
- ☑ +8 Sleight of Hand (Dex)
- ☑ +8 Stealth (Dex)
- ☐ -4 Survival (Wis)

6 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Weapons simple weapons, hand crossbow, shortsword, longsword, rapier, shortbow

Armors light armor,

Tools thieves' tools, disguise kit, poisoner's kit, dice set, forgery kit

Languages Common, Orc, Thieves' cant

CP	0
SP	0
EP	0
GP	15
PP	0

EQUIPMENT

Rapier, shortbow, dagger (2), leather, thieves' tools, 20 arrows, backpack, ball bearings/1000 (10), chain/10 feet, bell, candle (5), crowbar, hammer, piton (10), lantern/hooded, oil/flask (2), rations/1 day (5), tinderbox, waterskin, rope/hempen 50 feet, crowbar, clothes/common, belt pouch

Equipment weight 99.5 lb - **Cost** 134.85 gp

Coins weight 0.15 lb

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

Expertise * (Acrobatics, Stealth, Sleight of Hand, Thieves' tools)

Sneak Attack (+4d6)

Cunning Action (+1 bonus action)

Assassinate

Bonus Proficiencies *

Uncanny Dodge

Evasion

Sharpshooter

Darkvision (60 ft.)

Menacing *

Relentless Endurance

Savage Attacks

Criminal Contact

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20	6 ft (Medium)	180 lb.
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

APPEARANCE

Criminal

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES

CHARACTER BACKSTORY

TREASURE

SPELLCASTING CLASS (SPELLCASTING ABILITY)

DAILY SPELLS TO PREPARE

SPELLS SAVE DC

SPELLS ATTACK BONUS

0 CANTRIPS

SPELL LEVEL | SLOTS | SLOTS EXPENDED

1

2

3

4

5

6

7

8

9